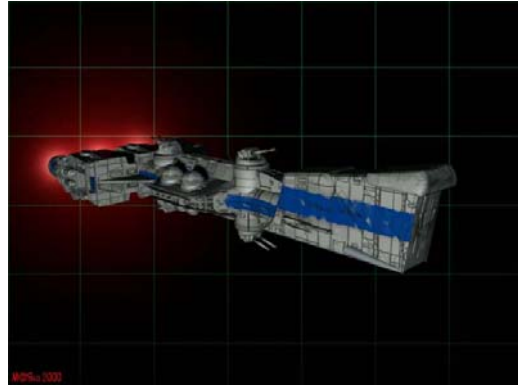


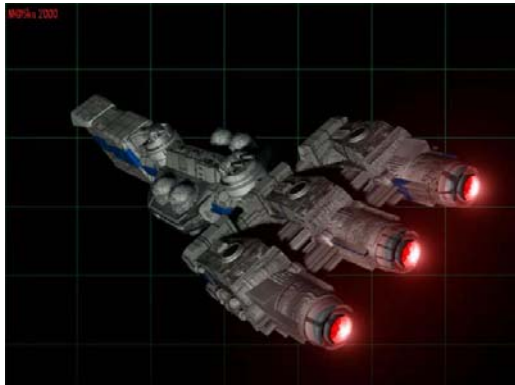
YVG Corvette

The YVG Corvette is a member of Corellian Engineering Corporation's most recent product range - the YV generation. The YVG Corvette shares many similarities with CEC's standard Corvette but rather than being a Multipurpose vessel the YVGC is designed to serve as an escort and a patrol vessel.

The YVG Corvette's prow shares the long, tall and narrow hull design, which is the hallmark of the YV generation. Whilst, the central and aft portions of the hull share a number of the designs incorporated in the standard Corvette. The most noticeable difference is the design of the engine block, which only houses three very powerful engines opposed to the eleven engines mounted on the standard Corvette. Some other noticeable differences include the addition of an extra pair of double turbolaser turrets and the removal of the large sensor arrays, which are now located in the prow of the vessel.



The prow contains the main hold (capable of holding 2,000 tons), the vast majority of the crew and passenger compartments, the bridge, various utility rooms, a ventral retractable docking tube and the main boarding ramp. The central portion of the vessel contains weapon stations, escape pods (like the standard Corvette the YVGC's escape pods they also double up as weapon stations), the security section, the brig, the secondary hold (capable of holding 500 tons) and the medical ward. The aft portion of the vessel contains main engineering, some crew compartments (used primarily by the engineers), a small repair facility and the secondary boarding ramp.



For such a small vessel the YVGC has quite an impressive armament, which is made up of four double turbolaser turrets and four anti-starfighter turrets. This weapon arrangement enables the YVGC to handle a wide range of opponents. In addition to its weapons array, the YVGC has heavy armour plating and a powerful shield generator. The vessel also boasts a backup shield generator, enabling it to soak up considerable firepower. Aside from its combat superiority over the standard Corvette it also benefits from relatively low crew requirements.

The typical command staff of a YVGC consists of a Captain, a 1st Officer, a Chief Engineer, a Navigation Officer, a Doctor and a Cargo Master. The typical crew complement consists of 6 Engineers, 3 Cooks, 3 Pilots, 3 Shields Operators, 3 Sensors Operators, 3 Communications Operators, 3 Nurses, 6 General Hands and 12 Gunners. The Crew typical work on a three-shift system, with each shift consisting of 2 Command members, 8 crewmembers and 4 gunners.



While the YVGC is intended for light combat duty, it can easily be converted to other roles like most other CEC vessels. A common modification is the conversion of the main hold into a fighter bay, which can hold two fighters up to 13 meters in length. Another favourite is the conversion of the main hold into a troop compartment, which can hold up to 75 troops.

The YVGC is seeing use with the Empire, the Alliance and a number of planetary customs agencies. There have been recent reports of pirates using them as well.

Craft: Corellian Engineering Corporation YVG Corvette

Type: Escort/Patrol Starship

Scale: Capital

Length: 130m

Skill: Capital Ship Piloting: YVG Corvette

Crew: 36 **Gunners:** 12

Crew Skill: Astrogation 3D, Capital Ship Gunnery 4D+1, Capital Ship Piloting 4D, Capital Ship Shields 3D, Sensors 3D, Starship Gunnery 4D+1.

Passengers: 20 Troops & 10 Brig

Cargo Capacity: 2,500 Tons

Consumables: 1 year

Cost: Not available for sale (**Black Market Cost:** 5 Million Credits)

Hyderdrive Multiplier: x1

Hyderdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D+2

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 5D

Shields: 2D*

*YVG Corvettes have 1D of backup shields. When a die of shields is lost, if the shield operators can make an *Easy Capital Ship Shields* roll, the backup die can be brought up to increase the shields back to 2D.

Sensors:

Passive: 40/1D

Scan: 90/2D

Search: 130/3D

Focus: 5/4D

Weapons:

4 Double Turbolaser Cannons

Fire Arc: 4 Turrets

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 5D

4 Quad Laser Cannons

Fire Arc: 2 Front/Left/Back, 2 Front/Right/Back

Scale: Starfighter

Crew: 1

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

YT-2000

The Corellian YT-2000 Transport is an evolutionary development of the popular series of light freighters from the renowned shipbuilders of Corellia. At 29 meters length it bears an obvious family resemblance to its predecessor the YT-1300. Unlike the YT-1300, the YT-



2000's cockpit is located in between its forward mandibles, giving the pilot a much better exterior view. The starship also has two additional decks, on top and beneath the main body, where the passenger and crew cabins are located. The 2000 also boasts increased storage capacity making it more profitable for cargo hauliers.

The standard model comes equipped with a dorsal turret quad laser cannon, which can be controlled by the pilot, in a fixed forward position, or a gunner can man the turret. Like the YT-1300, the YT-2000 is prized for its ready adaptability to a variety of duties.

Craft: Corellian Engineering Corporation YT-2000 Transport

Type: Light Freighter

Scale: Starfighter

Length: 29m

Skill: Space Transports: YT-2000

Crew: 1 or 2 (Can Co-ordinate)

Passengers: 6

Cargo Capacity: 110 Tons

Consumables: 2 Months

Cost: 130,000 Credits

Hyderdrive Multiplier: x2

Hyderdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D+2

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 15/0D

Scan: 35/1D

Search: 60/2D

Focus: 3/3D

Weapons:

1 Quad Laser Cannon

Fire Arc: 1 Dorsal Turret (Turret may be fixed to forward to be fired by the Pilot at only 1D *Fire Control*)

Crew: 1 or Pilot

Skill: Starship Gunnery

Fire Control: 3D

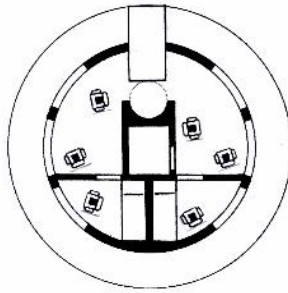
Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7km

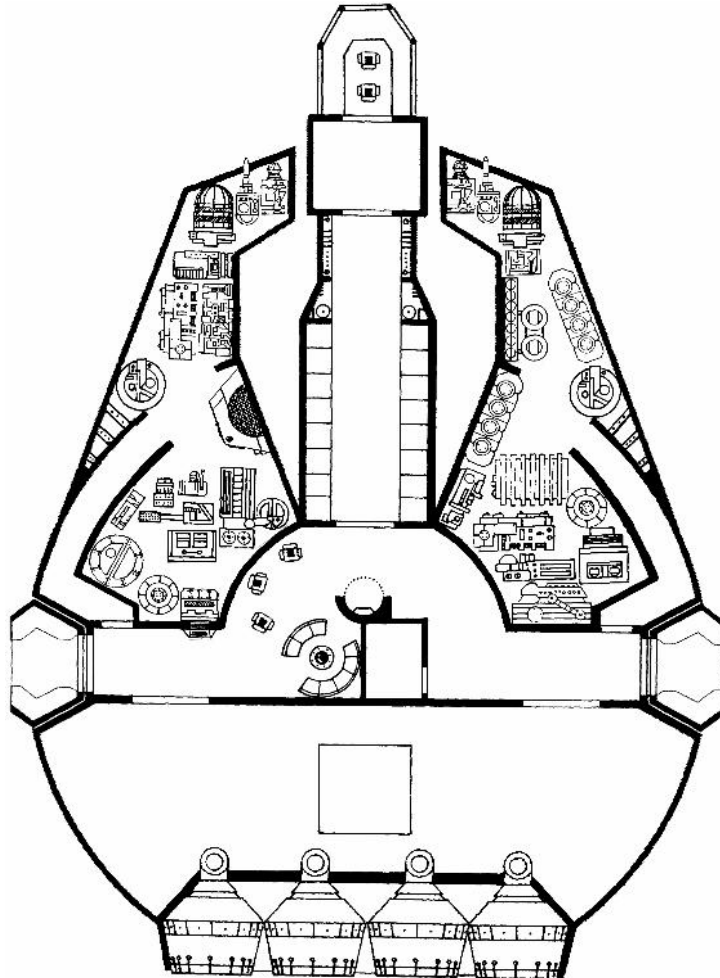
Damage: 5D

Deck plans:

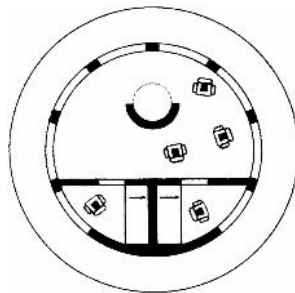
*Lower
Deck*



*Middle
Deck*



*Upper
Deck*



Dx-9 Transport

The Telgorn's Dx-9 Transport, also known as a Stormtrooper Transport, is primarily used by the Empire for starship boarding actions and transporting priority personnel. The bulky Dx-9 carries a powerful array of weaponry that includes two quad laser cannons, a quad Ion cannon and a pair of proton torpedo launchers. The torpedo launchers each have a magazine of 8 and are mounted on the front of the engine housing. The pilot and co-pilot control the torpedo launchers, whilst the three gunners control the other weaponry.

The Dx-9 is propelled by two Telgorn L3 Ion engines, which are quite fast considering the age of their design, that are mounted on upper left and upper right sides of the starship.



Dx-9s have a number of airlocks so that the transport can dock with virtually anything and still allow access for its passengers. Dx-9s usually have forward, rear dorsal and ventral airlocks for the greatest amount of flexibility. Each airlock is equipped with magnetic and mechanical clamps providing the Dx-9 with a versatile docking capability.

Due to their durability, offensive/defensive capabilities and hyperdrive a number of the DX-9s have had their passenger area converted into additional cargo space and are used to ferry priority cargo for the Empire. Their success has led to the Alliance 'acquiring' a number of these very useful starships.

Craft: Telgorn Corporation Dx-9 Transport '*Stormtrooper Transport*'

Type: Assault Fighter/Gunboat

Scale: Starfighter

Length: 20m

Skill: Space Transports: Dx-9 Transports

Crew: 2 **Gunners:** 3

Crew Skill: Astrogation 3D, Starship Gunnery 4D+1, Space Transports 4D, Starship Shields 3D, Sensors 3D.

Passengers: 40

Cargo Capacity: 60 Tons

Consumables: 2 Months

Cost: Not available for sale (**Black Market Cost:** 575,000 Credits)

Hyperdrive Multiplier: x2

Hyperdrive Backup: -

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Atmosphere: 295; 850 kmh

Hull: 5D

Shields: 2D+2

Sensors:

Passive: 30/1D

Scan: 60/2D

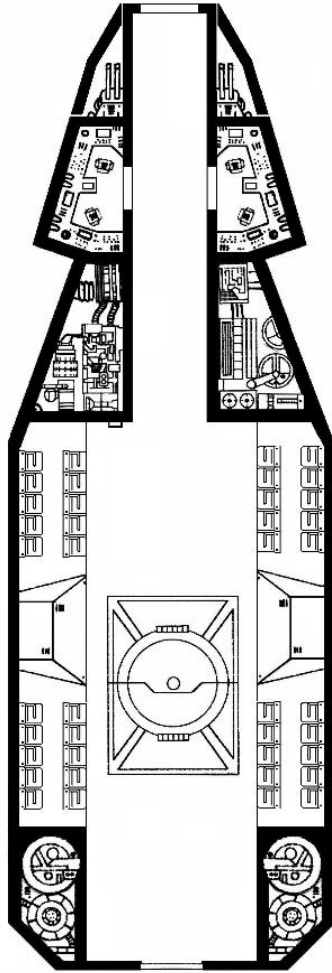
Search: 80/3D

Focus: 4/4D

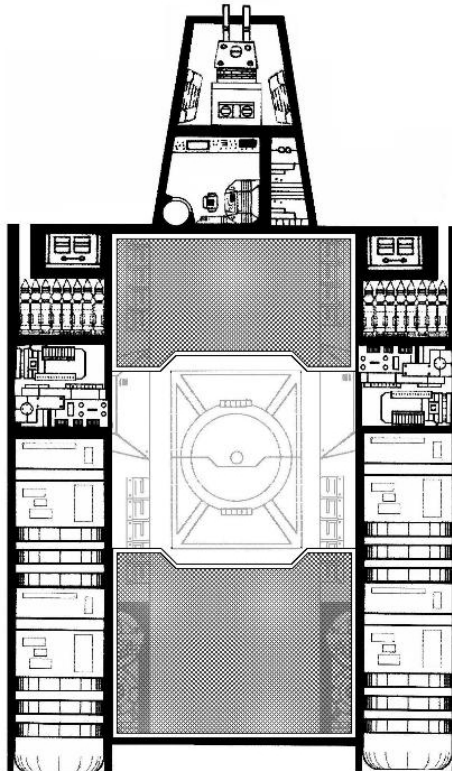
Weapons:**2 Quad Laser Cannons***Fire Arc:* 2 Front*Crew:* 1*Skill:* Starship Gunnery*Fire Control:* 2D*Space Range:* 1-3/12/25*Atmosphere Range:* 1-300/1.2/2.5km*Damage:* 6D**1 Quad Ion Cannon***Fire Arc:* Front*Crew:* 1*Skill:* Starship Gunnery*Fire Control:* 2D*Space Range:* 1-3/7/36*Atmosphere Range:* 1-300/700/3.6km*Damage:* 5D**2 Proton Torpedo Launchers** (May be linked)*Fire Arc:* 2 Front*Crew:* Pilot or Co-pilot*Skill:* Starship Gunnery*Fire Control:* 2D*Space Range:* 1/3/7*Atmosphere Range:* 100/300/700m*Damage:* 9D

Deck plans:

*Lower
Deck*



*Upper
Deck*



Pinook

The Pinook is a tri-winged starfighter designed to serve as a convoy escort for companies who don't have an Imperial Escort. The Pinook has a pair of rearward mounted horizontal wings together with a vertically mounted wing. The Pinook relies on its single JDS-T1 engine for propulsion, making it marginally faster than an Y-wing. The engine is housed between the wings and as a result has a reasonable amount of protection.



The cockpit is housed in the pod at the front of the fighter, which also contains the main systems of the fighter, including its weaponry, sensors, Nav computer, life support and control systems. The pod also contains limited entertainment facilities, including a vid player and music player. There's also room for the pilot to recline the seat into a comfortable position for sleeping.

The Pinook's Nav computer can only store a limited number of jumps (four) and must be pre-programmed before leaving for its journey. This capability, combined with its ability to go without refuelling for a week gives the starfighter a decent range.

The Pinook's primary armament is of a pair of Taim & Bak Laser Cannons, which gives it a fair punch. The lasers are supplemented by a concussion missile launcher, which has a magazine of two. The Pinook has a reasonable amount of armour and shielding, making it quite durable.

The Pinook has been in production for three years and the demand remains quite high amongst its customers. They are typically used by medium to large sized corporations for escort duty and installation protection. They are also used by some customs agencies and by some pirate groups.

Craft: Joraan Drive Systems Pinook Starfighter

Type: Escort Starfighter

Scale: Starfighter

Length: 9.5m

Skill: Starfighter Piloting: Pinook

Crew: 1

Crew Skill: Astrogation 3D, Starship Gunnery 3D+2, Starfighter Piloting 3D+2, Starship Shields 3D, Sensors 3D.

Cargo Capacity: 100kg

Consumables: 1 Week

Cost: 85,000 Credits

Hyderdrive Multiplier: x2

Nav Computer: Limited to 4 Jumps

Maneuverability: 2D

Space: 7.5

Atmosphere: 355; 1,025 kmh

Hull: 3D

Shields: 1D

Sensors:

Passive: 15/1D

Scan: 30/2D

Search: 60/3D

Focus: 2/3D+2

Weapons:**2 Laser Cannons** (Fire-linked)*Fire Arc:* Front*Crew:* Pilot*Skill:* Starship Gunnery*Fire Control:* 2D*Space Range:* 1-3/12/25*Atmosphere Range:* 1-300/1.2/2.5km*Damage:* 5D**1 Concussion Missile Launcher***Fire Arc:* Front*Crew:* Pilot*Skill:* Starship Gunnery*Fire Control:* 2D*Space Range:* 1/3/7*Atmosphere Range:* 100/300/700m*Damage:* 7D